VILTRUMITE

"All is ours."

Such is the defining tenet for the pureblooded denizens of the Viltrumite Empire.

Hailing from their homeworld of Viltrum, this highly advanced and biologically superpowered species is known throughout various corners of the multiverse; feared by countless civilizations for their ruthless violence and expansionist ideology.

Being gifted from birth with fantastical strength, speed, resilience, and even flight; these militaristic warriors might as well be ***invincible...***

...or so it would seem.

ASTRAL CONQUERORS

Believing that the only way for order in the cosmos is through their rule, Viltrumites have made it their calling to find and annex as many inhabited worlds into their empire as they can; swiftly removing anything that may stand even slightly in the way of that mission.

However, there have been rare occasions where a Viltrumite's time in other civilizations and cultures eventually comes to change their mentality and nature, allowing them to grow into their own being separately from the mandates of their kind.

Whether a loyal soldier serving the will of the empire, or a lone deserter looking to find a new purpose in life, a Viltrumite's presence in a new world can never be ignored for long.

Restriction: *A character from this species can only take levels in the Barbarian class, and can only pick the Path of the Viltrumite subclass.*

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VILTRUMITE TRAITS

An extremely powerful alien race of superhumanoids bent on achieving multiversal supremacy.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Creature Type. You are a Humanoid.

Age. Viltrumites express their unique traits from a very early age, but reach what they consider maturity at a similar rate as humans. Although their brutal code may steer adult Viltrumites towards frequent life-or-death battles, the ones that continuously survive such trials can easily get to live for millennia.

Alignment. The native warriors of Viltrum are a fervorous, overzealous, and implacable kind; willing to stop at nothing to pursue what they deem as the natural order of the universe. Excluding incredibly rare occasions, their alignment will inevitably tend towards lawfulness and neutrality (if not simply evil).

Size. You have the same body proportions as a regular human. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common.

Innate Flight. While you are not Incapacitated, you have a flying speed of 30 feet. Whenever you take the Dash action, instead of gaining extra movement, your flying speed becomes 120 feet until the end of your turn. You can only take the Dash action once per turn. If you take thunder damage while airborne, you must succeed on a Constitution saving throw (DC 10 or the damage taken, whichever is higher) or immediately begin falling.

Superior Physiology. Your kind's exceptional metabolism grants you the following benefits:

- You are able to hold your breath for up to 2 weeks. After the first 8 hours, this process requires concentration to be maintained.
- While you are not Bloodied, you can go for 1 week without eating, drinking, or sleeping before you begin to suffer Exhaustion.
- While you are not Bloodied, you can finish a long rest in 6 hours. If you are at 10 hit points or lower, you take 10 hours to finish a long rest. If you spend 10 hours on a long rest while well-fed, you regain all of your expended Hit Dice at the end of it.
- You are immune to the *Deep Water*, *Extreme Heat*, *Extreme Cold*, *Frigid Water*, *High Altitude*, and *Strong Wind* environmental effects.

Superior Durability. You subtract your Constitution modifier from any instance of acid, poison, cold, fire, or radiant damage you take.

Superior Might. You have advantage on any Strength checks or saving throws you make. Additionally, you count as one size larger when determining which creatures you can shove or grapple, and two sizes larger when determining your carrying capacity and the weight you can push, drag, or lift.

Brutal Blows. Your unarmed strikes deal bludgeoning, piercing, or slashing damage (your choice) equal to 1d12 + your Strength modifier on a hit. Whenever you hit a creature with an unarmed strike and your attack roll exceeds the target's AC by 5 or more, you can knock them Prone, render them Grappled, or push them 30 feet away from you (your choice). If the creature is larger than you, they can make a Strength saving throw against the result of your attack roll, resisting this effect on a success.

Fear of Weakness. Your kind adamantly refuses to indulge in acts of cowardice, amity, or mercy. While you are in control of your own body, you are conferred the following attributes:

- You cannot wear armor, hold a shield, or wield a weapon.
- You cannot take the Disengage or Help actions.
- You are unable to deal non-lethal damage.
- You have disadvantage on any Charisma (Persuasion or Deception), Wisdom (Animal Handling), and Intelligence (Nature) checks you make.

Sonic Susceptibility. You have disadvantage on saving throws against any effects that deal thunder damage, or apply the Deafened condition. While you are Deafened, you are also Incapacitated. Whenever you take thunder damage while Bloodied, you must succeed on a Constitution saving throw (DC 10 or the damage taken, whichever is higher) or become Stunned until the end of your next turn.

Hidden Frailty (Optional). While you are Bloodied, you have disadvantage on saving throws against spells and other magical effects.

Optional Rule: Reformed Pureblood

Depending on their experiences and adventures, a Viltrumite character could come to gradually change their inherent mentality, eventually growing past their kind's ruthless nature.

With the DM's approval, such a character could ignore one or more attributes of their choice from the *Fear of Weakness* trait.

Optional Variant

Half-Viltrumite

If you decide to pick this variant version of the Viltrumite species at character creation, the Restriction on your class levels is lifted.

In exchange, the damage die of your unarmed strikes from *Brutal Blows* is decreased to a d8; the *Superior Durability* and *Fear of Weakness* traits are removed from your character sheet; and you must pick one of your remaining Viltrumite traits (aside from *Sonic Susceptibility* and *Hidden Frailty*) to be replaced with a unique trait from a different player species (mechanically representing your non-Viltrumite half).

The new trait must be approved by the DM beforehand.

PATH OF THE VILTRUMITE

To a true child of Viltrum, rage is not simply a tool of battle; but *their very way of life*. For it is through rage that strength is born, and strength is what matters most in the universe.

A Viltrumite warrior bathes in their rage just as they bathe in the blood of their enemies; loyal and resolute in their mission to uphold the empire's creed.

Prerequisite: *Viltrumite species.*

STRENGTH OR DEATH

At 3rd level, the ideals of your kind are ingrained within your very being. While you are **Bloodied**, you are treated as being under the effects of your *Rage*, and the *Reckless Attack* feature is always active.

When raging in this way, you are unable to benefit from Half or Three-Quarters Cover.

The Bloodied State

A creature is Bloodied while they have half their hit points or fewer remaining.

CODE OF BRUTALITY

A true Viltrumite exerts their power without the shackles of restraint.

Starting from 3rd level, while you are raging, you gain 1 **Brutality Point** whenever you deal or take damage. You can hold a maximum number of Brutality Points equal to your proficiency bonus, and they each fade after 1 minute if not expended.

You can expend your Brutality Points to fuel specialized **Brutal Techniques**, all of which are detailed further in this document. You learn 3 Techniques of your choice upon gaining this feature, and 1 additional Technique when you reach 5th, 8th, 11th, 14th, and 17th level. Whenever you gain a level in this class, you can replace 1 Technique you know with a different one.

If one of your Techniques replicates a spell or forces a saving throw, the Save DC is equal to **8 + your proficiency bonus + your Strength modifier**. Replicated spells cannot be disrupted by effects which hinder magic (such as *Counterspell* or *Antimagic Field*).

FRIGHTFUL TENACITY

Starting from 6th level, your body's resilience grows even more extraordinary.

Whenever you would be reduced to 0 hit points, you can expend one use of the *Rage* feature as a reaction to drop to 1 hit point instead.

DOMINANCE THROUGH VIOLENCE

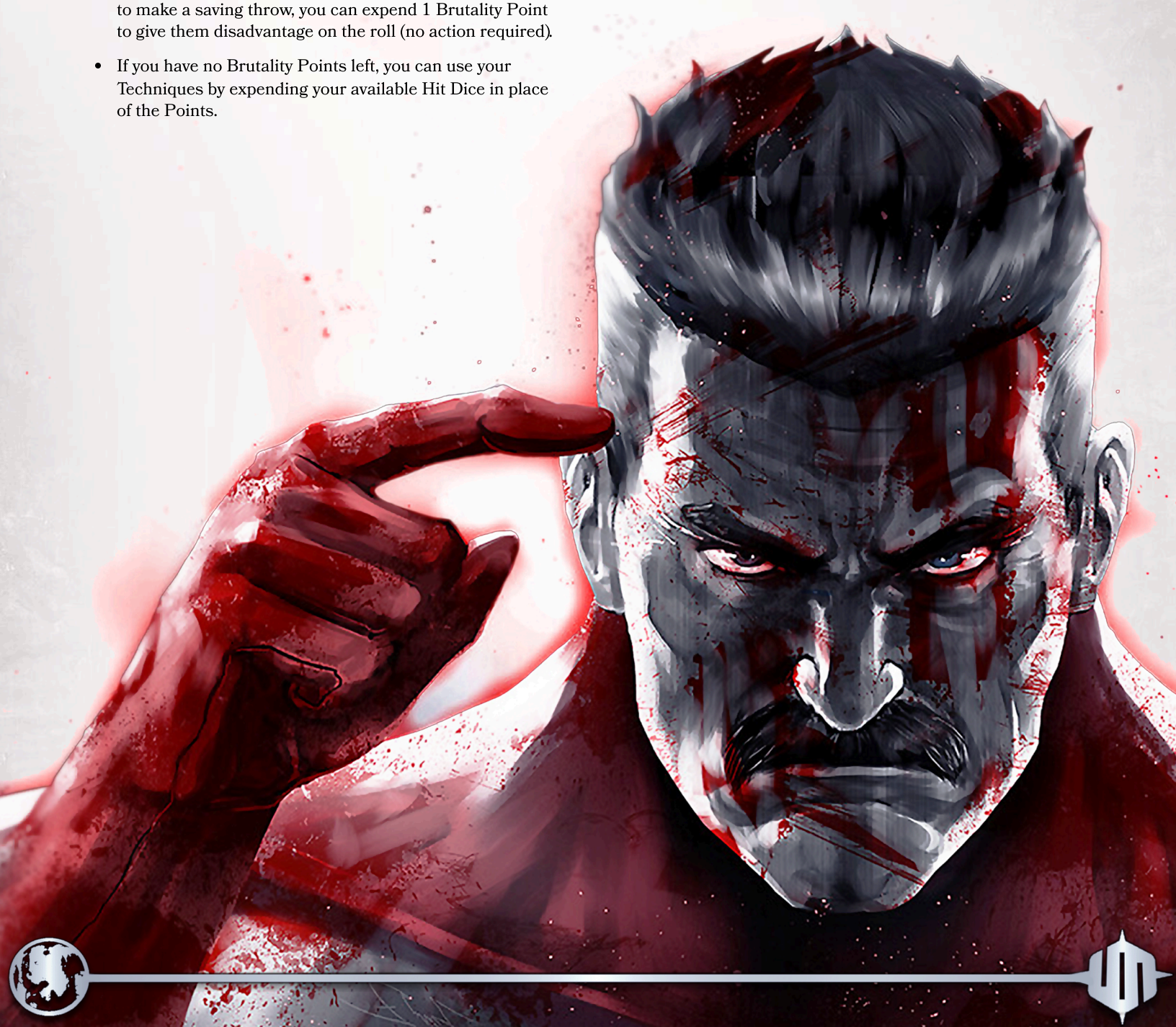
At 10th level, assertion of your might becomes second nature. While you are raging, you are granted the following benefits:

- You gain a number of temporary hit points equal to your Rage Damage bonus at the start of each of your turns.
- Whenever one of your Brutal Techniques forces a creature to make a saving throw, you can expend 1 Brutality Point to give them disadvantage on the roll (no action required).
- If you have no Brutality Points left, you can use your Techniques by expending your available Hit Dice in place of the Points.

INVINCIBLE WARRIOR

At 14th level, your strength breaks all laws of convention. You are granted the following benefits:

- As a bonus action while raging, you can expend a Hit Die to gain 1d4 Brutality Points.
- Once per round, at the start of another creature's turn, you can expend 1 Brutality Point or Hit Die to regain the use of your reaction on that round.
- If you are reduced to 0 hit points, you remain conscious until you become stable or die.
- Taking damage while at 0 hit points only gives you one failed death save.



BRUTAL TECHNIQUES

Aggressive Entrance

If you are hidden from a creature, you can expend 1 Brutality Point as an action to move up to 60 feet in their direction without triggering Perception checks or provoking opportunity attacks.

If this leaves you within 5 feet of the target, you can immediately make one unarmed strike against them (no action required).

Battle Savoring

Whenever you hit a Small or larger creature with an attack on your turn, you can expend 1 Brutality Point to gain an amount of temporary hit points equal to 1d6 + your Rage Damage bonus (no action required).

Starting from 8th level, you can also use this Technique whenever a Medium or larger creature hits you with an attack on their turn.

Bloody Execution

Whenever you reduce a Small or larger creature to 0 hit points, you can expend 1 or more Brutality Points to mangle their body, inflicting terror upon nearby lookers.

Make a Charisma (Intimidation) check, targeting a number of creatures within 60 feet that can see you equal to the number of Brutality Points expended.

Each target must make a Wisdom saving throw against the result of your check, becoming Frightened of you for 1 minute on a failed save.

A Frightened creature can repeat the saving throw at the end of each of their turns, removing the condition on a success.

Diving Charge

If you move at least 40 feet in a straight line before coming within 5 feet of a creature, you can expend 2 Brutality Points as a reaction to make an unarmed strike against them.

On a hit, they take an extra 1d6 bludgeoning damage per 20 feet traveled in that movement.

If you render a creature Grappled with this attack as per the *Brutal Blows* trait, you don't need to spend extra movement in order to drag them along with you. This lasts until they escape the grapple.

Forceful Throw

You can expend 1 Brutality Point to replicate the effects of *Catapult* as an action. Starting from 5th level, you can expend multiple Brutality Points when using this Technique, treating the spell as if it had been cast with a spell slot of a level equal to the number of Points expended.

Starting from 11th level, you can attempt to choose a creature as the target, forcing them to succeed on a Dexterity saving throw or be treated as an object for the purposes of the spell.

Ground Slam

Whenever you land on a surface after falling (or flying downwards) for 30 feet or more, you can expend 1 or more Brutality Points as a reaction to fiercely strike the ground, creating a shockwave that ripples outward from you.

All creatures within 15 feet of you must succeed on a Dexterity saving throw or take 1d8 bludgeoning damage per Brutality Point expended.

Starting from 8th level, the shockwave's range increases to 30 feet. Starting from 11th level, a creature that fails their save by 5 or more is also knocked Prone.

Swift Lash

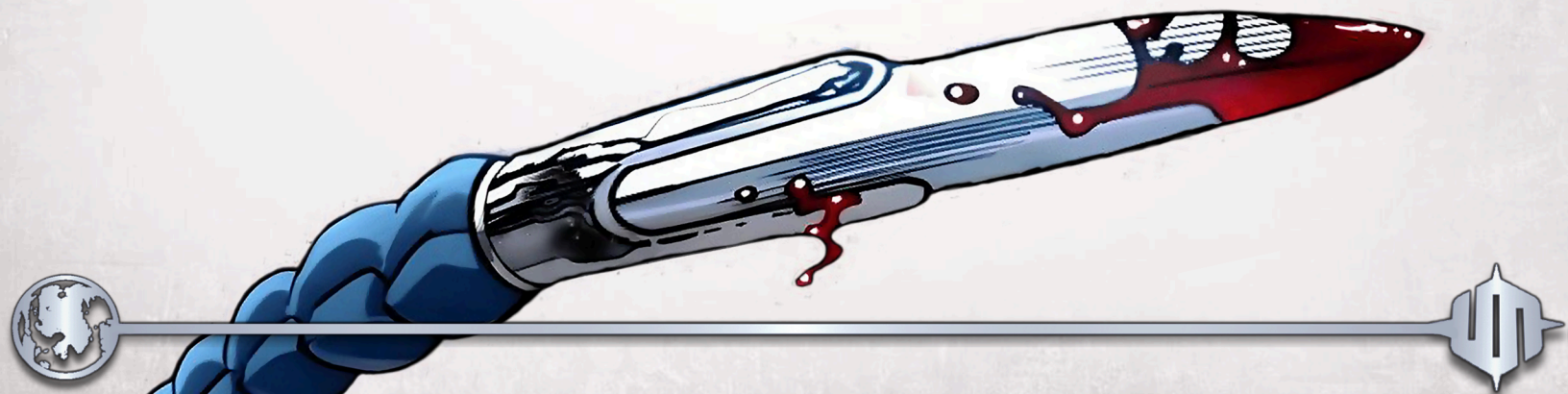
Whenever a creature comes within 5 feet of you, you can expend 1 Brutality Point as a reaction to make an unarmed strike against them. Starting from 11th level, you can expend 2 Brutality points to make the unarmed strike without expending your reaction.

Crushing Grasp

Prerequisite: 5th-level Barbarian

As a bonus action, you can expend 1 or more Brutality Points to physically crush the body of a creature you are grappling. The target must make a Constitution saving throw, taking 2d6 bludgeoning damage per Brutality Point expended on a failed save, or half as much damage on a successful one.

Starting from 11th level, creatures of your size or smaller automatically fail this saving throw.



Ruthless Counter

Prerequisite: 5th-level Barbarian

Whenever a creature within 15 feet of you misses you with an attack or takes the Dash, Disengage, Help, or Search action, you can expend 1 Brutality Point as a reaction to instantly move to an unoccupied space within 5 feet of that creature and make an unarmed strike against them.

Starting from 11th level, you can use this Technique as a reaction to a creature within 15 feet of you casting a spell.

Lance of Viltrum

Prerequisite: 8th-level Barbarian

Whenever you make an unarmed strike, you can choose to expend 1 or more Brutality Points to turn your hand into the deadliest of blades.

The lowest number you must roll on the d20 to score a critical hit with this attack roll is decreased by 1 per Brutality Point expended; up to a minimum threshold of 17. On a hit, the attack must deal piercing or slashing damage.

The minimum threshold becomes 16 when you reach 14th level, and 15 when you reach 17th level.

Blitzing Rush

Prerequisite: 11th-level Barbarian

You can expend 4 Brutality Points as an action to replicate the effects of *Steel Wind Strike* without requiring material components (regardless of monetary cost).

When replicating the spell in this way, you make unarmed strikes instead of melee spell attacks, and deal bludgeoning damage instead of force.

Wind-Up Uppercut

Prerequisite: 11th-level Barbarian

If you haven't moved on your turn, as an action, you can expend 1 or more Brutality points to concentrate all of your strength onto a single blow. Your speed becomes 0 until the end of your turn.

All creatures of your size or smaller within 15 feet of you must make a Strength saving throw, being pulled 10 feet closer to you on a failed save, or 5 feet closer to you on a successful one.

At the end of your turn, you make an unarmed strike at advantage against a creature within your reach. On a hit, the target is sent flying upwards, traveling a distance of 30 feet per Brutality Point expended.

If the target is larger than you, they can use their reaction to make a Strength saving throw, resisting this effect on a success.

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